



**COME
SOAR
WITH US**

WE ARE DRAGONS

Welcome to DigiPen Institute of Technology!
We're an academic community of developers and innovators with a shared passion for working in the global digital economy.

Our specialized programs prepare you for exciting careers in software and application development, finance, games, animation, and more. For over 35 years, and with three international campuses in the U.S.A., Singapore, and Spain, we've been preparing students like you for a wide range of careers — doing the kind of work that challenges the mind and excites the imagination.

Since 1988, DigiPen Institute of Technology has been preparing students for lifelong learning and success. An educational pioneer, we were the first college in the world to offer a bachelor's degree in video game technology and development. Today, we offer a wide range of programs spanning art, design, and computer science. Through a combination of academic rigor and interdisciplinary team-based projects, our educational model empowers students to be active learners, bold problem solvers, and talented creators — ready to tackle challenges with passion and knowledge.

Our educational philosophy is simple but effective. Build your knowledge first, and then apply it to real-world projects and assignments where you decide what to create. By the time you graduate, you'll have a deep understanding of your chosen field and a portfolio of work that will make you stand out among your peers.



#1

DigiPen is the first school in the world to offer a bachelor's degree in Video Game Programming.



3 Global Campuses – Redmond, U.S.A. / Singapore / Bilbao, Spain.

TOP RANKED

TOP RANKED - Game Design School by the Princeton Review for the last 16 years.

WHY DIGIPEN?

ACADEMICS

Develop strong academic foundations in your chosen field of study.

REAL-WORLD PROJECTS

Create original software engines, design projects, games, and applications from the ground up.

COLLABORATION

Work in multidisciplinary teams with students from different degree programs.

EXPERIENCED FACULTY

Our faculty hail from renowned companies and academic institutions.



57 IGF Awards – More than any other school in the world.

1,900+

More than 1,900 companies worldwide have employed DigiPen graduates across all campuses, including Microsoft, Amazon, Nintendo, Disney, and Tencent.

2,150+

DigiPen graduates are credited on more than 2,150 commercial video games.



DIGIPEN **HISTORY**

DigiPen Founder and President Claude Comair (1989)

DigiPen was founded by Claude Comair in 1988 in Vancouver, British Columbia, as a computer simulation and animation company. As the demand for work increased, Mr. Comair faced difficulty in finding qualified personnel who not only had a fundamental understanding of computer science but were versed in the latest digital technology as well. As such, DigiPen began offering a dedicated training program in 3D computer animation. Soon after, DigiPen partnered with Nintendo of America to establish a certification program in video game programming, a partnership that would pave the way to the formation of Nintendo Software Technology in 1998 with Mr. Comair as a co-founder.

As video games evolved from simple 2D graphics to sophisticated 3D worlds, the industry's need for qualified employees with advanced education in digital art, design, and software engineering continued to expand. Anticipating this growing need, DigiPen devised and began offering the world's first bachelor's degree program in video game development (the Bachelor of Science in Computer Science in Real-Time Interactive Simulation) that would prepare students for the unique challenges of creating professional 3D game and simulation software. DigiPen relocated its campus to Redmond, Washington, in 1998 and opened its doors as DigiPen Institute of Technology.

What began as a groundbreaking approach to simulation and game development education has evolved to encompass new programs in digital art and animation, computer engineering, game design, music and sound design, and other computer science specializations.

DigiPen Institute of Technology's main campus is located at 9931 Willows Road Northeast in Redmond, Washington, U.S.A. The campus includes many classrooms, auditoriums, computer labs, and collaborative production spaces to support hands-on learning and teamwork.

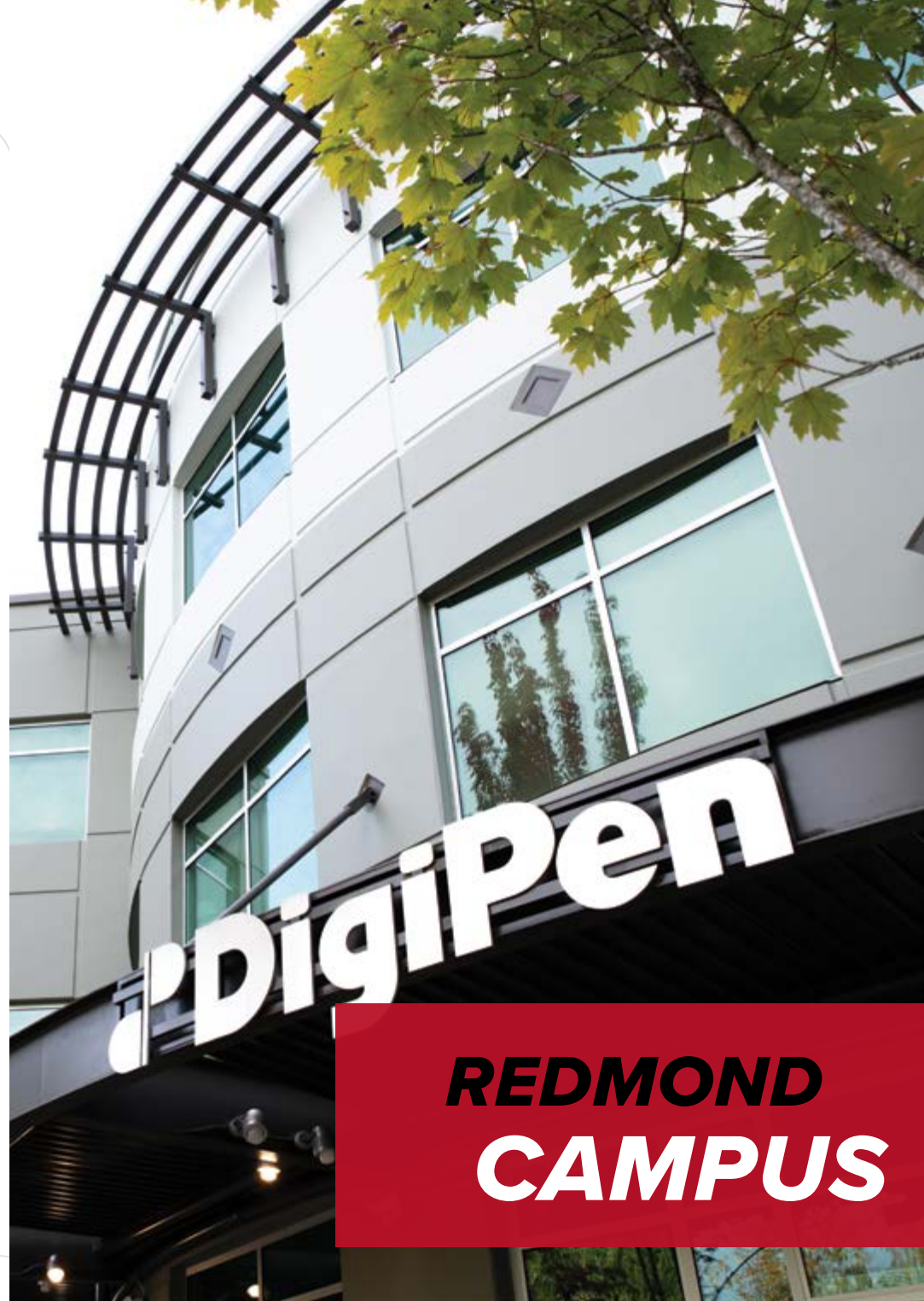
Located 15 miles east of Seattle within Redmond's bustling technology scene, the campus is near global giants such as Microsoft, Nintendo of America, and other leading tech companies. Surrounding cities in the Seattle metro area host major tech firms like Amazon, Google, and Facebook, along with renowned game studios including Bungie, Valve, PopCap Games, and Monolith.

Altogether, over 400 interactive media companies operate in this region, making it one of the world's biggest hubs for game development.

Our Redmond, Washington, campus brings together students and faculty from across the United States and nearly 50 countries around the world. We are proud to foster a diverse population that is welcoming and supportive to people of all backgrounds.

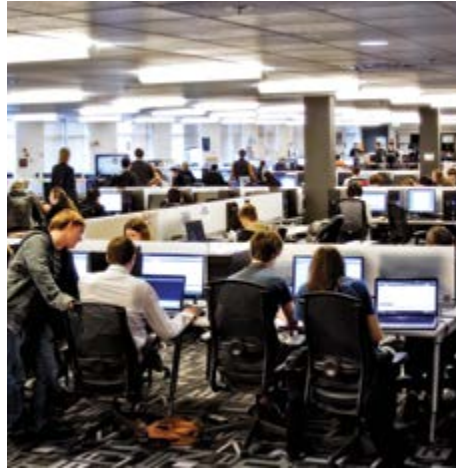
- **Enrolled Students – 1,046**
- **Faculty – 128**
- **Student-to-Faculty Ratio – 12:1**

DigiPen's Redmond Campus currently offers 8 Bachelor's Degrees and 2 Master's Degrees.



**REDMOND
CAMPUS**

REDMOND CAMPUS



In 2008, at the invitation of the Singapore Economic Development Board, DigiPen Institute of Technology Singapore opened as the U.S.-headquartered college's first international campus, which today offers various bachelor's degree and graduate degree programs. DigiPen (Singapore) graduates have gone on to work in a variety of sectors — including enterprise software, virtual reality, finance, digital entertainment, and automotive technology — both in Singapore and beyond.

Today, the institution is a thriving academic community of builders and believers with a shared passion for technology, art, and games. For more than 15 years, DigiPen (Singapore) has been preparing students for a wide range of careers — doing the kind of work that challenges the mind and excites the imagination.

DigiPen (Singapore)'s also has an expanded facility located within the vibrant Punggol Digital District (PDD). The PDD location is within walking distance of our main campus and administration offices that are located within the SIT Punggol Campus.

- **Enrolled Students – 1,460**
- **Faculty – 47**
- **Student-To-Faculty Ratio – 14:1**

DigiPen's Singapore Campus currently enrolling students in 4 Bachelor's Degrees and 2 Master's Degrees.



SINGAPORE CAMPUS

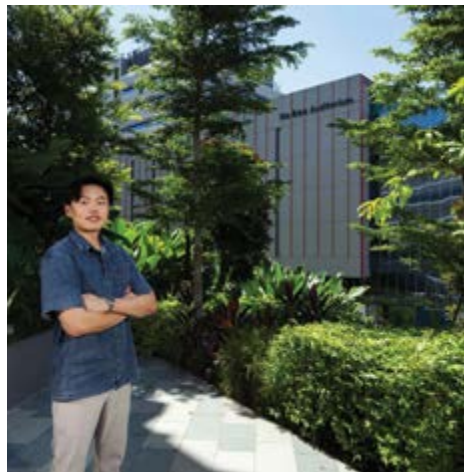
COLLABORATION WITH SIT

In 2010, DigiPen Institute of Technology Singapore partnered with Singapore Institute of Technology (SIT) to offer one DigiPen Institute of Technology degree program and two SIT-DigiPen (Singapore) joint degree programs under the Infocomm Technology cluster.

Under the terms of this partnership, qualified Singaporeans, permanent residents, and international students may receive certain credit transfers, and their tuition fees will be subsidized by the Singapore Ministry of Education.



SINGAPORE CAMPUS



DigiPen Institute of Technology Europe-Bilbao opened in 2011 as DigiPen's third global campus and has been steadily contributing to the growing digital economy of Spain's Basque region and beyond. Its graduates have gone on to work at leading game and animation studios in Spain and throughout Western Europe.

In September 2018, DigiPen Institute of Technology Europe-Bilbao moved into its new, modern campus at BETA 1, a building repurposed and renovated as part of the innovative [Zorrotzaurre urban regeneration project](#), in the heart of Bilbao's Deusto district.

These new facilities offer more space to expand the Institute's academic programs and enrolment while maintaining the same state-of-the-art equipment and amenities that students and faculty have come to expect. DigiPen Europe-Bilbao's workspaces and labs are designed with collaborative projects in mind, simulating the work environments found in real-world, professional studios.

Zorrotzaurre is quickly becoming a vibrant and vital quarter of Bilbao, connected to the world beyond through sustainable, green development. The area is liveable, bustling, and ideal for a campus of higher learning. DigiPen looks forward to helping grow the Zorrotzaurre project as a producer of creative talent that will help attract more businesses and spur investment in the digital technology industries — both in Bilbao and the rest of Spain.

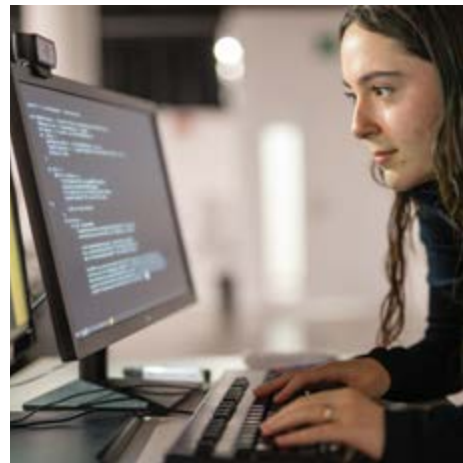
- **Enrolled Students – 159**
- **Faculty – 23**
- **Student-To-Faculty Ratio – 7:1**

DigiPen's Bilbao Campus currently offers 2 Bachelor's Degrees.



BILBAO
CAMPUS

BILBAO CAMPUS



ACADEMICS AT DIGIPEN

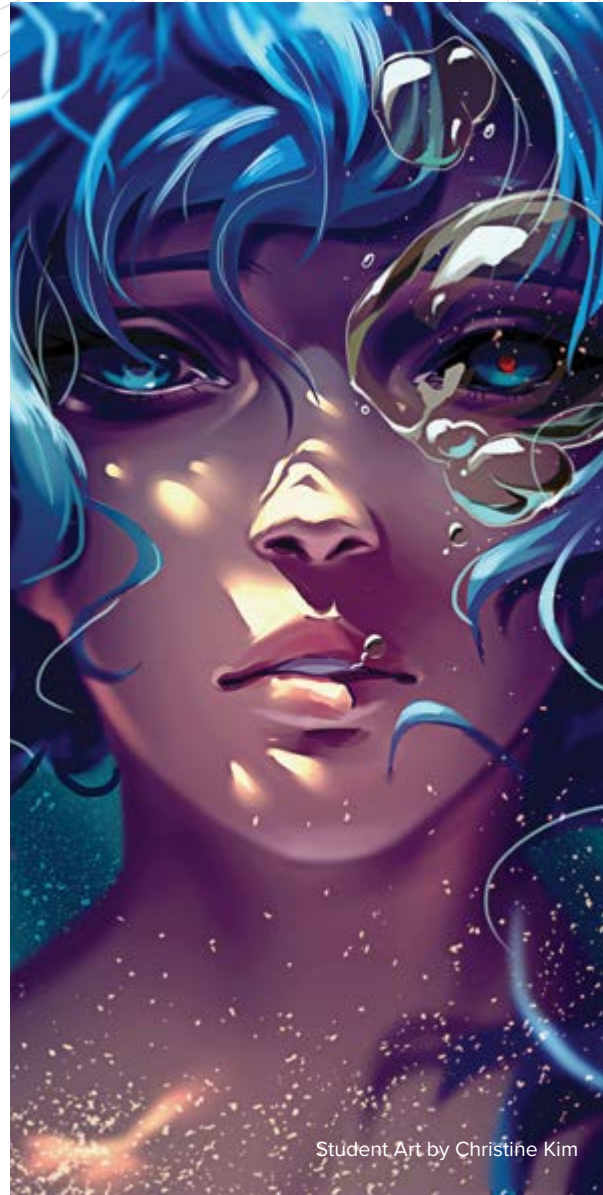
CHOOSE YOUR PATH

DigiPen (Singapore) offers a mix of undergraduate degree programs and graduate degree programs, as well as various Continuing Education programs. Selecting your program is an important first step in your journey with us, because it sets the stage for the courses you'll be taking right out of the gate.

We encourage you to learn as much as you can to make the best decision for you!

DEGREE SUBJECT AREAS

- Computer Science
- Art and Design



Student Art by Christine Kim



Student Art by Lee Xiang



SCAN TO
LEARN MORE

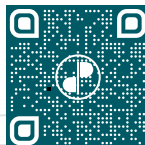
ACADEMICS AT DIGIPEN (SINGAPORE)

COMPUTER SCIENCE

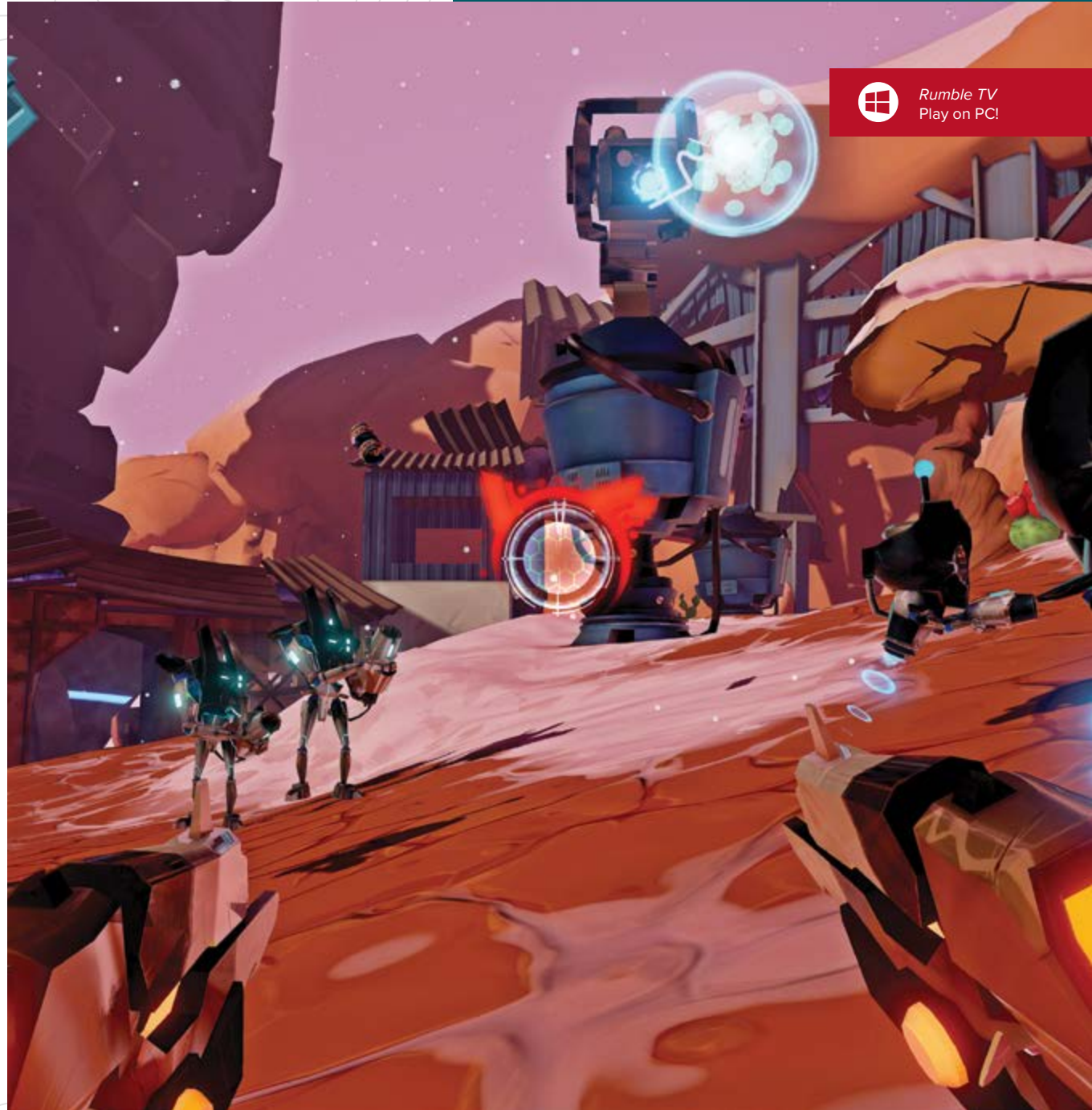
Do you enjoy working with complex systems or solving problems using logic and math? You may be a computer scientist in the making! Through a focus on low-level programming languages, specialized topics, and applied learning through team-based software development projects, these degree programs can prepare you for exciting career paths in software development, video game technology, and more.

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Bachelor of Science in Computer Science in Interactive Media and Game Development
- Master of Science in Computer Science*

SCAN TO
LEARN MORE



*This program does not fall within the SIT-DigiPen (Singapore) collaboration.



Rumble TV
Play on PC!

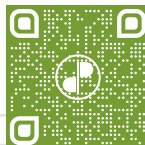
ACADEMICS AT DIGIPEN (SINGAPORE)

ART AND DESIGN

Do you aspire to craft new worlds and other immersive experiences? A DigiPen (Singapore) education can equip you with the professional tools and knowledge to create all types of games, applications, interactive media, and more. Wherever your creative passions lie, these degree programs will help you become a skilled and versatile artist or designer who can communicate any range of ideas and emotions.

- Bachelor of Arts in User Experience and Game Design
- Bachelor of Arts in Digital Entertainment and Creative Technology*
- Master of Arts in Creative Technology*

SCAN TO
LEARN MORE



Student Animation *Adija*

*These programs do not fall within the SIT-DigiPen (Singapore) collaboration.



More than 1,900+ companies have hired DigiPen graduates around the world, from top-tier technology companies to AAA game development studios.

- Accenture
- Acronis Asia R&D
- Amazon
- Apple
- Arenanet
- Autodesk Asia
- Bandai Namco Studios
- Blackmagic Design
- Bungie
- ByteDance
- Continental Automotive
- CraveFX
- DBS Bank
- dConstruct Robotics
- Delivery Hero (foodpanda)
- Deloitte
- Dyson
- Electronic Arts (EA)
- Epic Games
- Google
- Government Technology Agency of Singapore (GovTech)
- Grab
- KOEI TECMO
- Microsoft
- Meta
- NetVirta
- Nintendo
- Nvidia
- PayPal
- Pricewaterhouse-Coopers
- Procter & Gamble (P&G)
- PSA Singapore
- Riot Games
- Shopee
- Singapore Press Holdings
- Singtel Group
- SMRT Corporation
- ST Engineering
- Tencent
- Thales DIS (Singapore)
- TikTok
- Ubisoft
- Unity
- Venti Technologies
- Visa
- Zendesk
- + many others!

ALUMNI SUCCESS

REDMOND CAMPUS

“

Having worked on custom engine projects at DigiPen, if we had problems with Unreal at Double Fine, I understood the lower-level workings, so I could go in and help direct the solution.”



Juli Gregg
Senior Gameplay Programmer,
Double Fine

“

The key thing that DigiPen has provided me is the ability to adapt to whatever comes my way at work. In all my years, I have almost never run into something that I did not feel like I could do.”



Andy Kibler
Principle Gameplay Designer,
Squanch Games

“

The collaborative environment that we had on our game teams at DigiPen is something that is very easy to translate into the real world. Knowing how to communicate across disciplines — from art, design, and engineering — is incredibly valuable.”



Devin Brom
Dungeon Designer,
Blizzard Entertainment

SINGAPORE CAMPUS

“

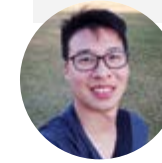
One of the highlights of my time in school was learning and discovering the ins and outs of the game industry through our lecturers' teachings and stories from their past job experiences. This was eye-opening for me and has helped to mentally prepare me for the field of game design where I'm currently working in. As a CG artist, I specialize in creating 3D game animations that range from character animations to character movements. As someone who has always loved to see cool cut-scenes, it is incredible to now be able to work on them myself. So far, I've been given the opportunity to work on many titles, such as Dissidia Final Fantasy Opera Omnia, Nioh, and Hyrule Warriors. Seeing my name in the credits roll is such an amazing feeling!”



Karen Mei
3D Animator
Koei Tecmo Singapore

“

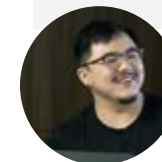
As a technical artist, I bridge the gap between art and tech. It's an interesting challenge that requires problem-solving skills more than anything else. But I enjoy the challenge, having adopted the attitude of 'learning how to learn' from my days as a student at DigiPen”



Tng Ren Qi
Technical Artist,
Ubisoft Singapore

“

I've learned valuable soft skills such as accommodating different project timelines and requirements. I've also learned to collaborate well with colleagues. My time in DigiPen (Singapore) taught me that game development isn't dependent on a single person's successes or failures but rather the performance and attitude of the entire team.”



Hoo Xin Jie
Associate 3D Artist,
Tencent Games

ALUMNI SUCCESS

BILBAO CAMPUS



Participating in such cool projects with my peers and learning the entire process of creating a short film or video game to gain a broad perspective of how the industry works has been amazing. Being able to learn a bit of everything while also specializing in what you enjoy the most.”



Nerea Ayala Castellanos
Artist,
Self-employed



DigiPen prepares you for real life. In the end, the work environment in major companies like Indra is very similar to what I experienced at college. I learned to collaborate across departments, manage large-scale projects, and understand technologies from their core.”



Javier Tafur
Flight Simulator Software Engineer,
Indra

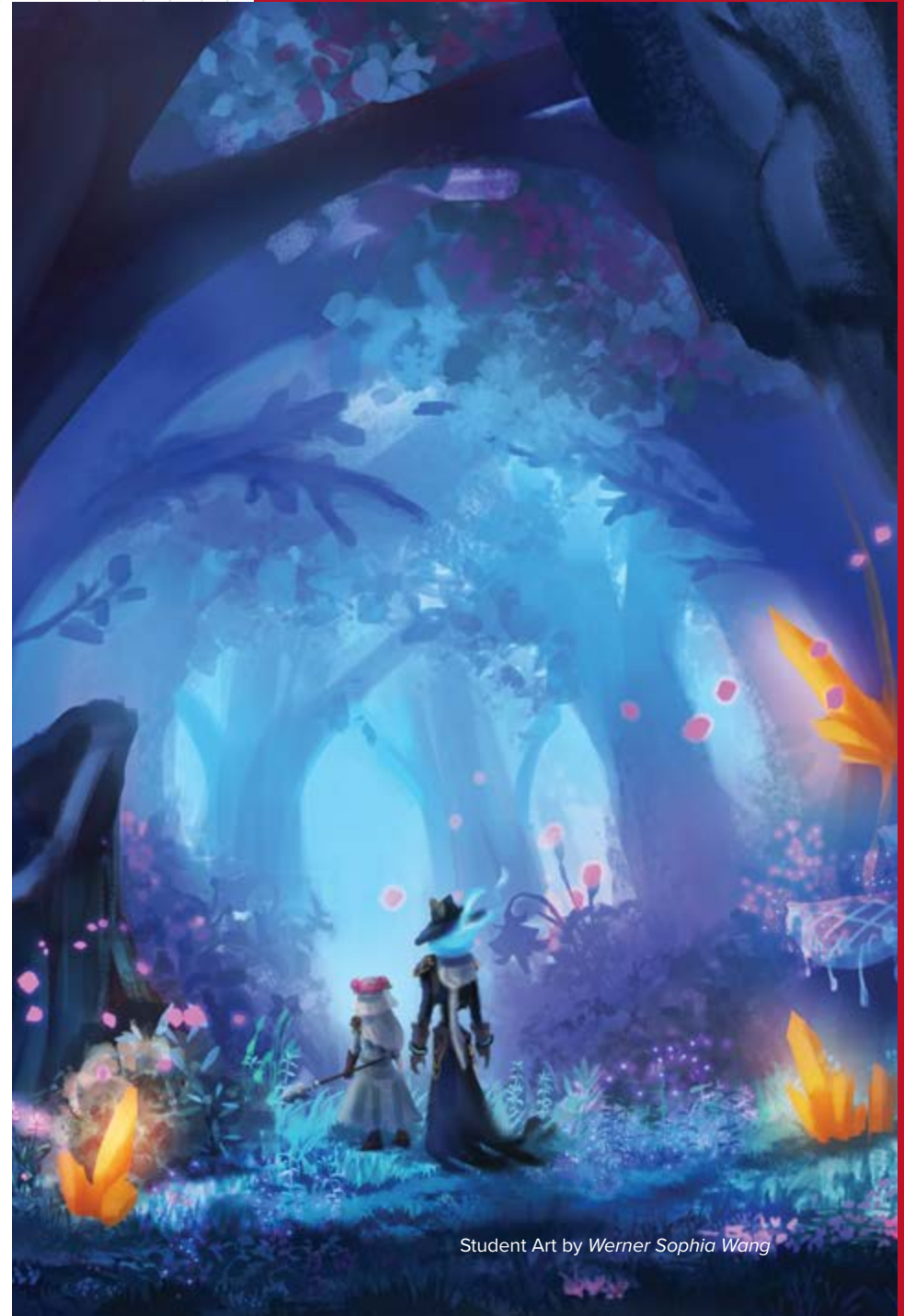
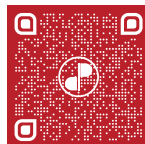


DigiPen prepares you well for real-world situations, like at Bogeniam where you work closely with designers, and your opinion matters. Even in moments where I've had to coordinate teams or functions, I didn't feel lost because DigiPen had already given us similar experiences.”



Jonathan Caceres
Gameplay Programmer
Bohemia Interactive

SCAN TO
LEARN MORE



Student Art by Werner Sophia Wang

LET'S CHAT

CONNECT WITH US

Whether it's in-person or online, if you're interested in learning more about us, there are a number of great ways to connect with members of the DigiPen (Singapore) community.

IN-PERSON EVENTS

Held at the start of every year, DigiPen (Singapore)'s Preview Day or the SIT Open House will give you a taste of what life is like as a DigiPen Dragon.

ONE-ON-ONE MEETINGS

Learn more about DigiPen (Singapore)'s undergraduate admission requirements, the application process, or specific degree programs when you schedule a one-on-one meeting with an admissions officer either online or on campus.



Shadow's Grove
Play on PC!



SCAN TO
LEARN MORE

READY?

WHAT WILL YOU CREATE?

PDD.DIGIPEN.EDU.SG



DigiPen Institute of Technology Singapore
PEI Registration Number: 200711322H

Latest Registration Period: 21 June 2024 to 20 June 2030

DigiPen (Singapore) is registered with SkillsFuture Singapore Agency (SSG)